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Status	Finished
Started	Wednesday, 16 October 2024, 8:57 AM
Completed	Wednesday, 16 October 2024, 10:18 AM
Duration	1 hour 20 mins

Question 1

Correct

Marked out of 5.00

1. Final Variable:

- Once a variable is declared **final**, its value cannot be changed after it is initialized.
- It must be initialized when it is declared or in the constructor if it's not initialized at declaration.
- It can be used to define constants

```
final int MAX_SPEED = 120; // Constant value, cannot be changed
```

2. Final Method:

- A method declared **final** cannot be overridden by subclasses.
- It is used to prevent modification of the method's behavior in derived classes.

```
public final void display() {
    System.out.println("This is a final method.");
}
```

3. Final Class:

- A class declared as **final** cannot be subclassed (i.e., no other class can inherit from it).
- It is used to prevent a class from being extended and modified.
- public final class Vehicle {
 // class code
}

Given a Java Program that contains the bug in it, your task is to clear the bug to the output.

you should delete any piece of code.

For example:

Test	Result
1	The maximum speed is: 120 km/h This is a subclass of FinalExample.

Answer: (penalty regime: 0 %)

Reset answer

```
1 final class FinalExample {
2
3     // Final variable
4     int maxSpeed = 120;
5
6     // Final method
7     public final void displayMaxSpeed() {
8         System.out.println("The maximum speed is: " + maxSpeed + " km/h");
9     }
10 }
11 public class prog {
12     public static void main(String[] args) {
13         FinalExample obj = new FinalExample();
14         obj.displayMaxSpeed();
15         System.out.println("This is a subclass of FinalExample.");
16     }
17 }
18 }
```

	Test	Expected	Got	
✓	1	The maximum speed is: 120 km/h This is a subclass of FinalExample.	The maximum speed is: 120 km/h This is a subclass of FinalExample.	✓

Passed all tests! ✓

Question **2**

Correct

Marked out of 5.00

As a logic building learner you are given the task to extract the string which has vowel as the first and last characters from the given array of Strings.

Step1: Scan through the array of Strings, extract the Strings with first and last characters as vowels; these strings should be concatenated.

Step2: Convert the concatenated string to lowercase and return it.

If none of the strings in the array has first and last character as vowel, then return no matches found

input1: an integer representing the number of elements in the array.

input2: String array.

Example 1:

input1: 3

input2: {"oreo", "sirish", "apple"}

output: oreoapple

Example 2:

input1: 2

input2: {"Mango", "banana"}

output: no matches found

Explanation:

None of the strings has first and last character as vowel.

Hence the output is no matches found.

Example 3:

input1: 3

input2: {"Ate", "Ace", "Girl"}

output: ateace

For example:

Input	Result
3 oreo sirish apple	oreoapple
2 Mango banana	no matches found
3 Ate Ace Girl	ateace

Answer: (penalty regime: 0 %)

```

1 import java.util.Scanner;
2 public class Main{
3     public static void main(String[] args){
4         Scanner sc=new Scanner(System.in);
5         int a=sc.nextInt(),c=0;
6         sc.nextLine();
7         String []arr=sc.nextLine().split(" ");
8         for(int i=0;i<a;i++){
9             String w=arr[i].toLowerCase();
10            char s1=w.charAt(0);
11            char s2=w.charAt(arr[i].length()-1);
12            int f1=0,f2=0;
13            if(s1=='a' || s1=='e' || s1=='i' || s1=='o' || s1=='u') f1=1;
14            if(s2=='a' || s2=='e' || s2=='i' || s2=='o' || s2=='u') f2=1;
15            if(f1==1 && f2==1)System.out.print(w);
16            else c++;
17        }
18        if(c==a)System.out.println("no matches found");
19    }
20 }
21

```

	Input	Expected	Got	
✓	3 oreo sirish apple	oreoapple	oreoapple	✓
✓	2 Mango banana	no matches found	no matches found	✓
✓	3 Ate Ace Girl	ateace	ateace	✓

Passed all tests! ✓

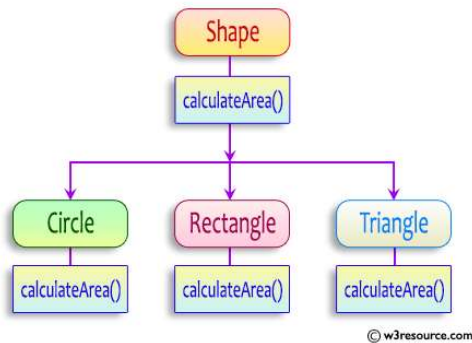
Question 3

Correct

Marked out of 5.00

Create a base class Shape with a method called calculateArea(). Create three subclasses: Circle, Rectangle, and Triangle. Override the calculateArea() method in each subclass to calculate and return the shape's area.

In the given exercise, here is a simple diagram illustrating polymorphism implementation:



```

abstract class Shape {
    public abstract double calculateArea();
}

```

```
System.out.printf("Area of a Triangle :%.2f%n",((0.5)*base*height)); // use this statement
```

sample Input :

```

4 // radius of the circle to calculate area PI*r*r
5 // length of the rectangle
6 // breadth of the rectangle to calculate the area of a rectangle
4 // base of the triangle
3 // height of the triangle

```

OUTPUT:

Area of a circle :50.27

Area of a Rectangle :30.00

Area of a Triangle :6.00

For example:

Test	Input	Result
1	4 5 6 4 3	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00
2	7 4.5 6.5 2.4 3.6	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32

Answer: (penalty regime: 0 %)

```

1 import java.util.Scanner;
2 // Abstract class Shape
3 abstract class Shape {
4     public abstract double calculateArea();
5 }
6 // Circle class
7 class Circle extends Shape {
8     private double radius;
9
10    public Circle(double radius) {
11        this.radius = radius;
12    }
13    @Override
14    public double calculateArea() {
15        return Math.PI * radius * radius; // Area of circle:  $\pi r^2$ 
16    }
17 }
18 // Rectangle class

```

```

19 | class Rectangle extends Shape {
20 |     private double length;
21 |     private double breadth;
22 |     public Rectangle(double length, double breadth) {
23 |         this.length = length;
24 |         this.breadth = breadth;
25 |     }
26 |     @Override
27 |     public double calculateArea() {
28 |         return length * breadth; // Area of rectangle: length * breadth
29 |     }
30 | }
31 | // Triangle class
32 | class Triangle extends Shape {
33 |     private double base;
34 |     private double height;
35 |     public Triangle(double base, double height) {
36 |         this.base = base;
37 |         this.height = height;
38 |     }
39 |     @Override
40 |     public double calculateArea() {
41 |         return 0.5 * base * height; // Area of triangle: 0.5 * base * height
42 |     }
43 | }
44 | // Main class to test the shapes
45 | public class ShapeTest {
46 |     public static void main(String[] args) {
47 |         Scanner scanner = new Scanner(System.in);
48 |         // Input for Circle
49 |
50 |         double radius = scanner.nextDouble();
51 |         Circle circle = new Circle(radius);
52 |         System.out.printf("Area of a circle: %.2f\n", circle.calculateArea());

```

	Test	Input	Expected	Got	
✓	1	4 5 6 4 3	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00	Area of a circle: 50.27 Area of a Rectangle: 30.00 Area of a Triangle: 6.00	✓
✓	2	7 4.5 6.5 2.4 3.6	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32	Area of a circle: 153.94 Area of a Rectangle: 29.25 Area of a Triangle: 4.32	✓

Passed all tests! ✓

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